

FIG. 1

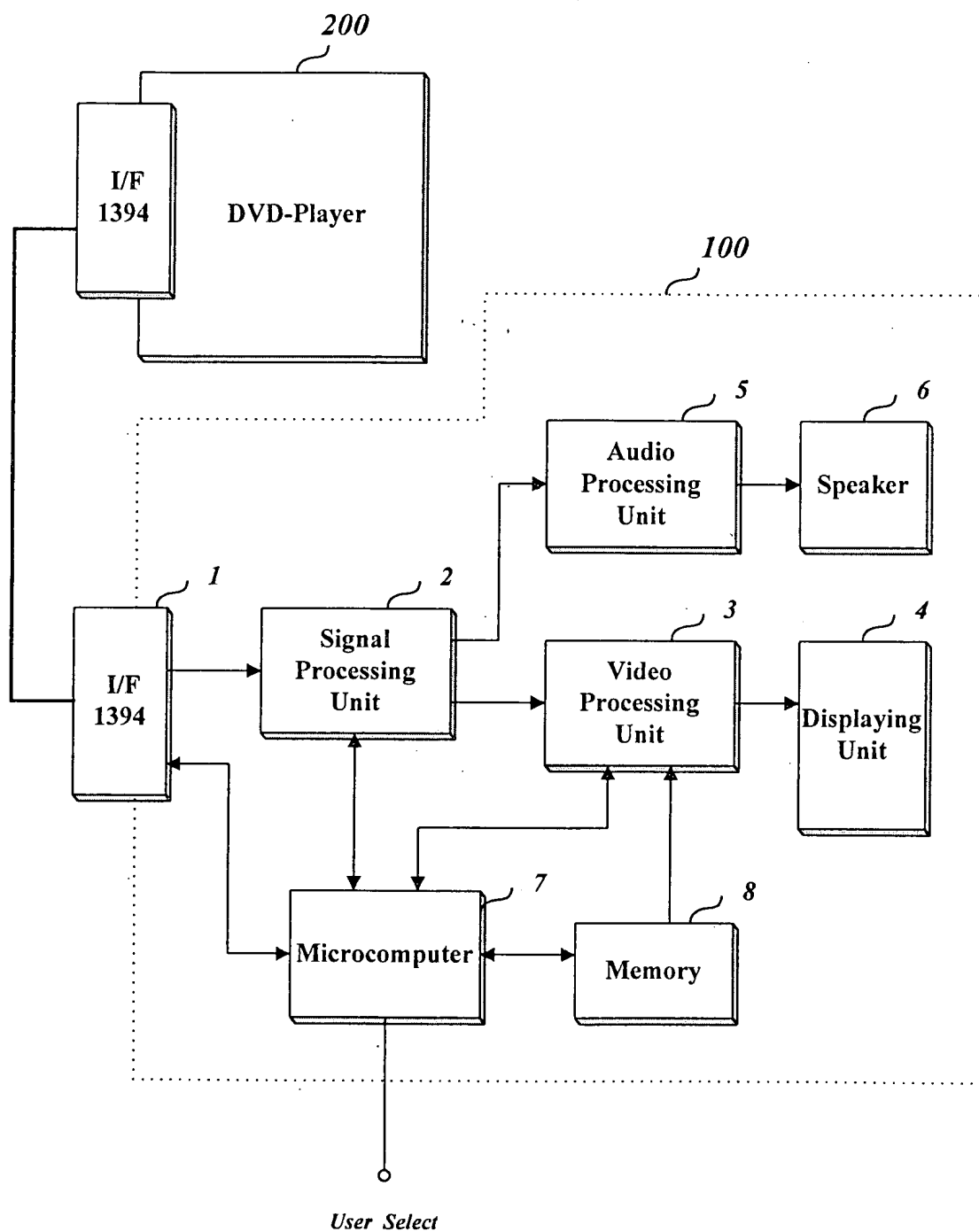
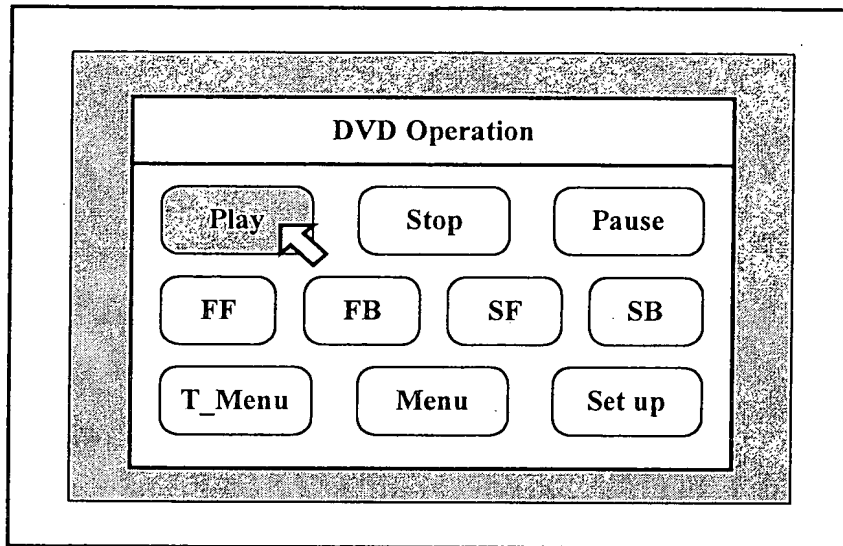


FIG. 2A

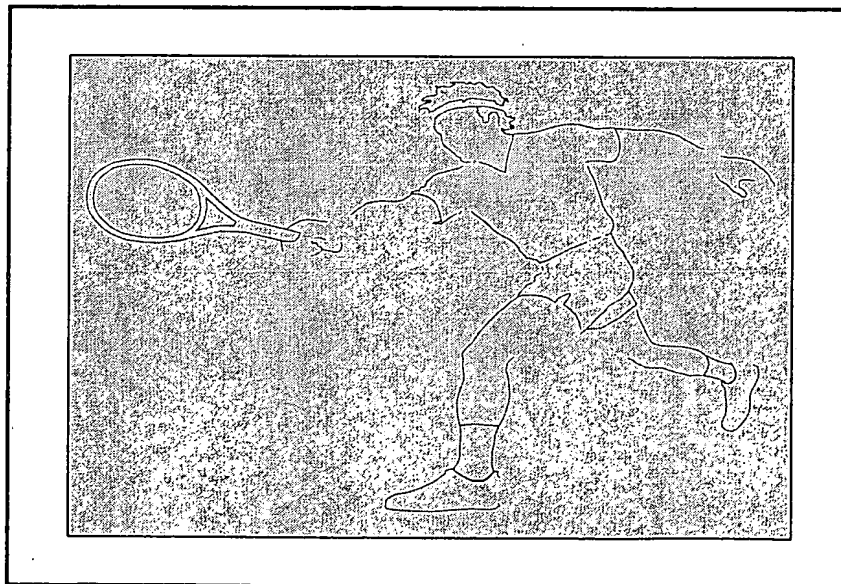
Step 1



*Menu screen constructed from menu data stored in a digital TV memory*

FIG. 2B

Step 2



*Moving pictures transmitted from a DVD player*

FIG. 3

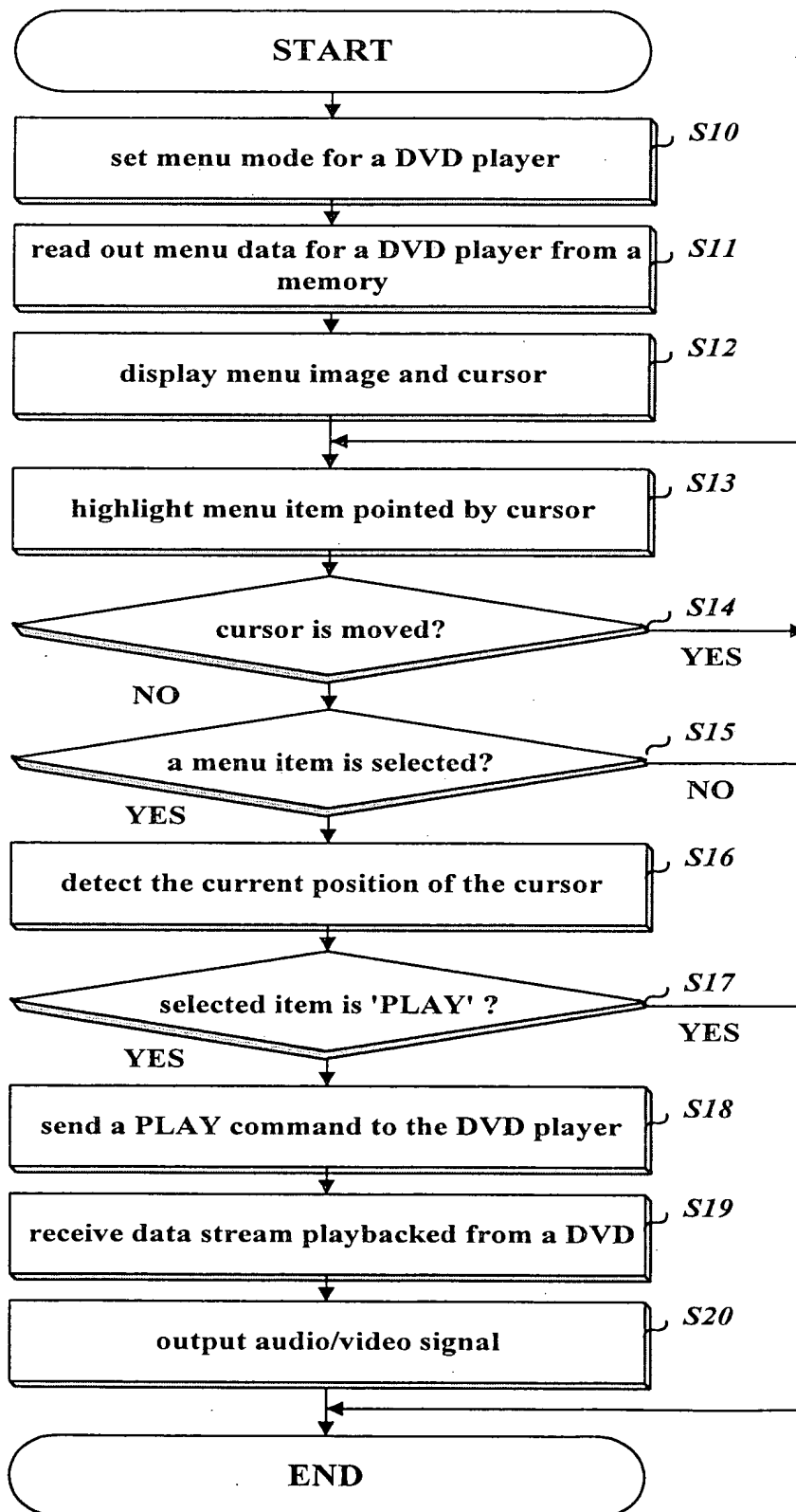
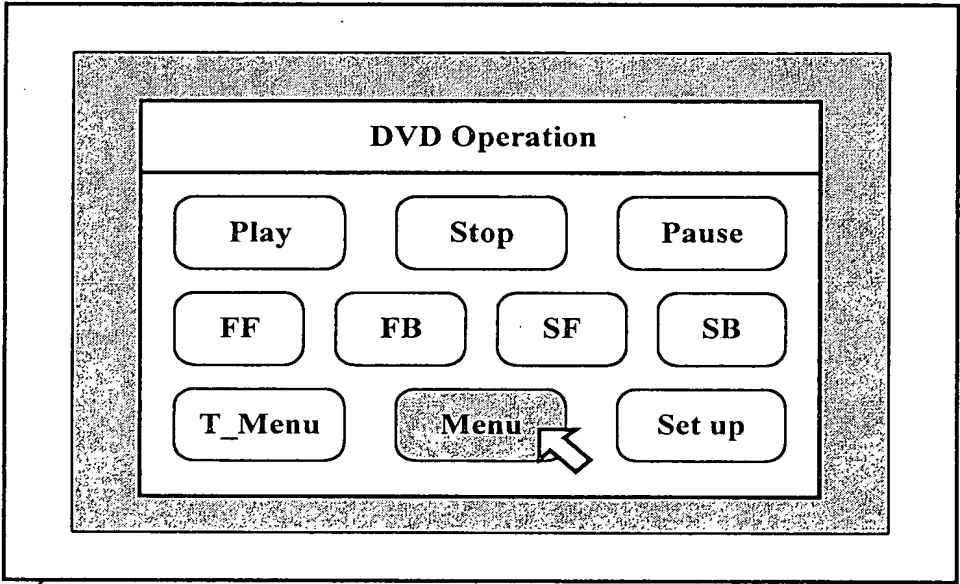


FIG. 4

Opcode	Play (0x03)
operand [ 0 ]	result
operand [ 1 ]	subfunction_1
operand [ 2 ]	reserved
operand [ 3 ]	source_plug or plug_group_id
operand [ 4 ]	
operand [ 5 ]	title number
operand [ 6 ]	chapter number or time

FIG. 5A

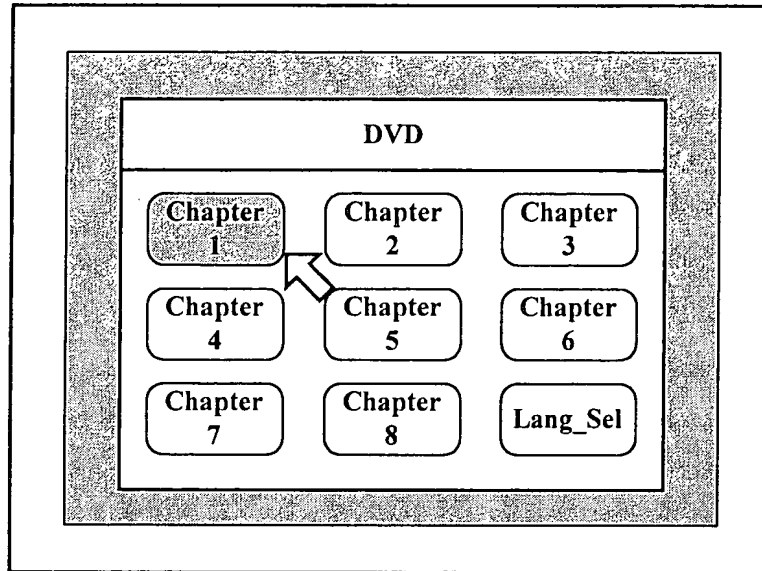
Step 1



*Menu screen constructed from menu data stored in a digital TV memory*

FIG. 5B

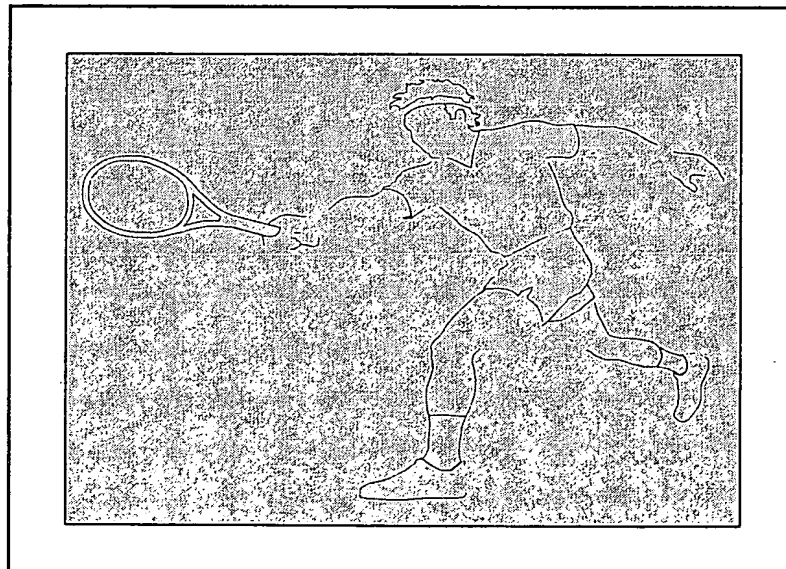
Step 2



*Menu screen constructed from the menu image data received from a DVD player*

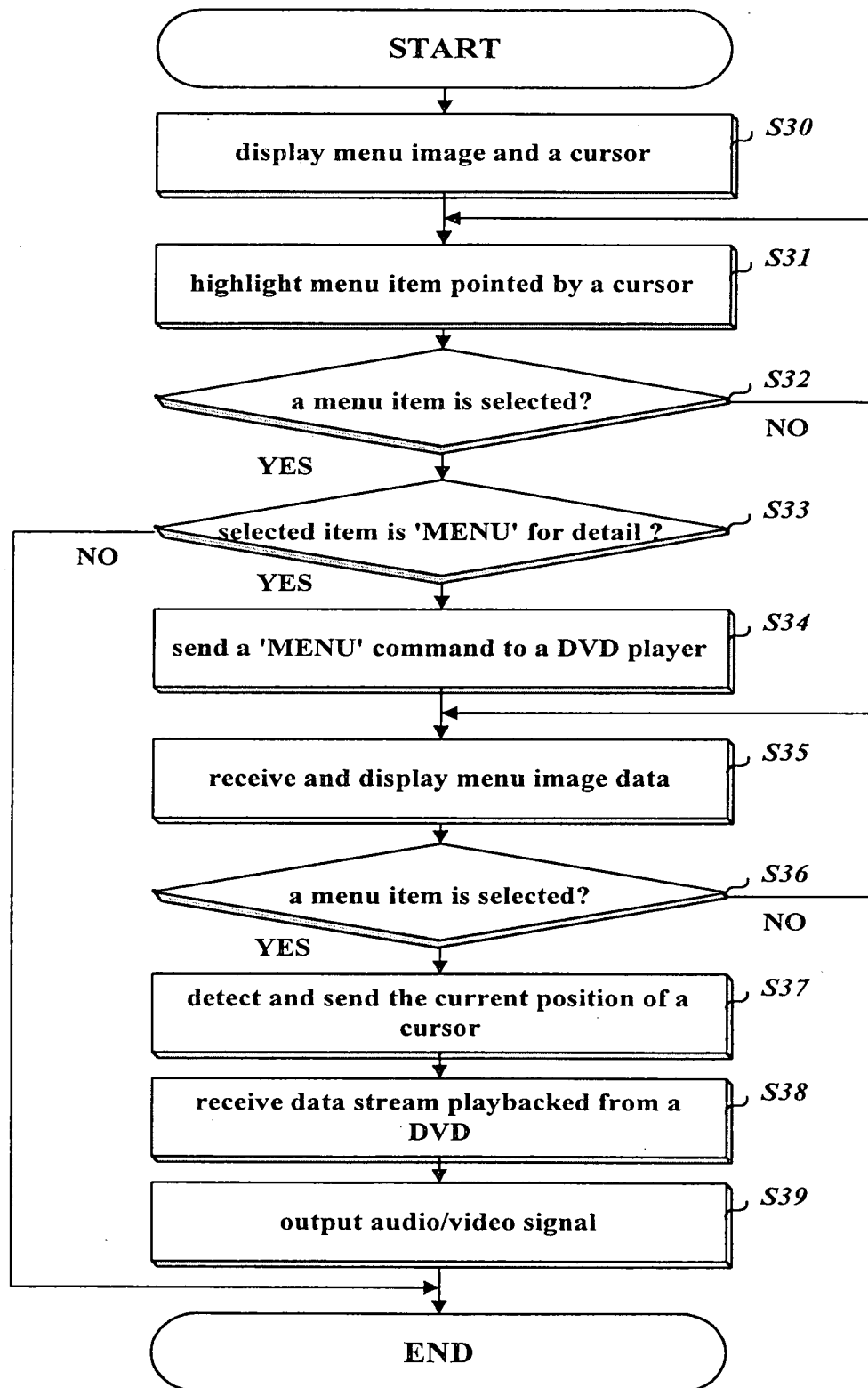
FIG. 5C

Step 3



*Moving pictures transmitted from a DVD player*

**DIRECTOR**



**DONOR INFORMATION**

Menu_ID	Meaning
Title ( 0 x 01 )	to call Title Menu
Root ( 0 x 02 )	to call Root Menu
Audio ( 0 x 03 )	to call Audio Menu
Sub-picture ( 0 x 04 )	to call Sub-picture Menu
Angle ( 0 x 05 )	to call Angle Menu
Chapter ( 0 x 06 )	to call Chapter Menu

FIG. 8

